Subject: Re: Error with cg output and ImageMagick
Posted by David Fanning on Wed, 15 Jan 2014 21:48:00 GMT

Folks,

Here is some more info on the Mac "Spawn ImageMagick" problem. I just had one more report of the same problem. This person had no trouble spawning ImageMagick before and has used Coyote Graphics for a long time. Then, he upgraded ImageMagick via macports. (I don't really know what this means, I'm just reporting what he told me.) As soon as he upgraded, he had the problem.

Here is what he had:

OLD:
 ImageMagick @6.8.7-7_0+x11 (active) platform='darwin 13' archs='x86_64'

NEW:
 ImageMagick @6.8.8-0_1+x11 (active) platform='darwin 13' archs='x86_64'

Other things were changed in the mapport upgrade. I have before and after print-outs, if you think that will be helpful.

Cheers,

David
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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")